
Subject: Re: Breakpoints in IDL 6.2 (windows)
Posted by [Haje Korth](#) on Thu, 18 Aug 2005 12:46:23 GMT
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David,
regarding your PS, I agree with you. I was pretty disappointed about the new feature set. I love the persistent command recall buffer and the fact that the .full_session_reset now actually does what is promised. The new help what really not necessary for windows users and the input that I made toward improving the new help system during the beta phase got pretty much ignored. Maybe there is something big in the make at RSI and that's why this release was not so exciting. Or maybe after 15 years I am with my line plots in direct graphics not the target customer any more.

Cheers,
Haje

"David Fanning" <davidf@dfanning.com> wrote in message
news:MPG.1d6d681f7c12939d989a47@news.frii.com...

> JD Smith writes:

>

>> Well, some lines are not valid places to break, so IDL chooses the

>> nearest

>> line. The same behavior occurs in IDLWAVE. Haven't played with 6.2 yet,

>> so I'm not sure if there are any BP issues.

>

> The bad news now is that I have uninstalled IDL 6.2 and

> reinstalled it and the problem persists. This is true even

> if I save the project in IDL 6.1 (where I have no problems

> at all, by the way). I'm not at all sure what this means,

> except that I'm probably going to have to become intimately

> familiar with the STOP command until IDL 6.3 comes

> out sometime in 2010. :-(

>

> Cheers,

>

> David

>

> P.S. I've been talking to a number of friends and the consensus

> seems to be that no one is in a hurry to install IDL 6.2 because

> there is "nothing in there for them". I was beginning to think

> I was the only one that felt that way. But I think I could be

> pretty happy living with IDL 6.1 for awhile longer. I could

> use mouse wheel events, but everything else sort of misses the

> point for me. I still don't have decent direct graphics screen

> fonts, the only thing I really, really want.

>

> --
> David Fanning, Ph.D.
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> Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
